Resistance Fleet
Fastplay Sheet

DROPFLEET COMMANDER

Name	Scan	Sig	Thrust	Hull	A	PD	G	T	Special
Light Cruiser	4"	4"	9"	8	5+	2	2-3	M	Subsystem Network
Type			**Lock**	**Attack**	**Damage**	**Arc**	**Special**		
NC-3 Missiles			4+	2	1	F/S/R	Close Action		
Hardpoints: This ship must take 3 options from the Cruiser Systems list.									

Points
60

Name	Scan	Sig	Thrust	Hull	A	PD	G	T	Special
Cruiser	4"	6"	7"	10	5+	2	1-2	M	Subsystem Network
Type			**Lock**	**Attack**	**Damage**	**Arc**	**Special**		
NC-3 Missiles			4+	2	1	F/S/R	Close Action		
Hardpoints: This ship must take 4 options from the Cruiser Systems list.									

Points
70

Name	Scan	Sig	Thrust	Hull	A	PD	G	T	Special
Heavy Cruiser	6"	6"	5"	12	5+	2	1	H	Subsystem Network
Type			**Lock**	**Attack**	**Damage**	**Arc**	**Special**		
NC-3 Missiles			4+	2	1	F/S/R	Close Action		
Hardpoints: This ship must take 5 options from the Cruiser Systems list.									

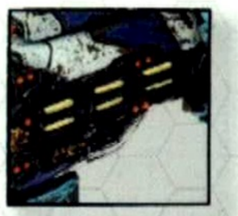
Points
100

Cruiser Broadsides

N-31 Hybrid Gun Bank

N-8 Artillery Cannon Bank

NC-16 Missile Bank



Fighters & Bombers

Bulk Lander & Fire Ship

Cruiser Turrets

XN-31 Mass Driver Turret

N-11 Artillery Cannon Turret

N-109 Bombardment Mortar Turret

Vent Cannon Turret

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CRUISER SYSTEMS

Unless otherwise noted, a Resistance Light Cruiser, Cruiser, or Heavy Cruiser must obey the following rules when choosing options from their Systems list:

- **No more than 2 options may be taken from the Broadsides category.**
- **No more than 1 of each option may be taken from the Structures category.**

BROADSIDES

COST	TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
5	N-31 HYBRID GUN BANK	4+	3	1	S(L)	LINKED-1
		4+	3	1	S(R)	LINKED-1
5	N-8 ARTILLERY CANNON BANK	5+	4	1	S(L)	LINKED-2, LOW POWER
		5+	4	1	S(R)	LINKED-2, LOW POWER
8	NC-16 MISSILE BANK	3+	D3+2	1	S(L)	CLOSE ACTION, LINKED-3
		3+	D3+2	1	S(R)	CLOSE ACTION, LINKED-3

COST	LOAD	LAUNCH	SPECIAL
10	FIGHTERS & BOMBERS	3	-
10	BULK LANDER & FIRE SHIP	1	-

TURRETS

COST	TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
5	XN-31 MASS DRIVER TURRET	2+	1	1	F/S	FUSILLADE-1
5	N-11 ARTILLERY CANNON TURRET	4+	3	1	F/S	LOW POWER
5	N-109 BOMBARDMENT MORTAR TURRET	2+	2	1	F/S/R	BOMBARDMENT
8	VENT CANNON TURRET	3+	D3	1	F/S	UNSTABLE, OC, SCALD

STRUCTURES

COST	TYPE	EFFECT
10	SCANNER ARRAY	INCREASE SCAN BY 4".
12	ABLATIVE ARMOUR	GAIN ABLATIVE ARMOUR SPECIAL RULE.
10	DRIVE REFIT	INCREASE SIGNATURE & THRUST BY 2".

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